## AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A method for visually indicating a voice speaker to a listener in a context of a computing session, comprising the steps of:

(a)     obtaining a speaker identifier, the speaker identifier including a user name gamertag, from voice data transmitted by the voice speaker;

(b)     associating the speaker identifier with a visual indicator used for indicating voice speakers;

(c)     selectively and temporarily, when the voice speaker is speaking, displaying the visual indicator and selectively and temporarily, when the voice speaker is speaking, displaying the user name gamertag, and when the visual indicator and the user name gamertag are displayed, displaying the visual indicator and the user name adjacent to one another, on the display to indicate that the voice speaker is speaking;

(d)     receiving user input selecting a players tab view that provides information on players in a current game session and in response to receiving user input selecting a players tab view:

displaying a player's list including a player ID column listing gamertags for players in a current game session, and

displaying a voice communication column capable of selectively displaying for each of the players in the player ID column each of: a muted icon that indicates that a local listener has muted voice communication from a selected player, a persistent bidirectional mute icon that indicates that the local listener or the network gaming service has prohibited the corresponding player from speaking to the listener and hearing any voice communication from the listener, a null icon that indicates that a corresponding player does not have a voice communicator, and a hear-only icon that indicates that a corresponding player can hear voice communication but does not have a microphone for speaking to other players.

(a)     obtaining a speaker identifier, the speaker identifier including a user name

~~that identifies a voice speaker who is transmitting voice data;~~

~~(b) associating the speaker identifier with a visual indicator indicating voice speakers in the computing session; and~~

~~(c) selectively and temporarily, only when the voice speaker is speaking, displaying the visual indicator and selectively and temporarily, only when the voice speaker is speaking, displaying the user name, and when the visual indicator and the user name are displayed, displaying the visual indicator and the user name adjacent to one another, to the listener to indicate the voice speaker who is speaking.~~

2. (Cancelled)

3. (Cancelled)

4. (Original) The method of Claim 1, wherein prior to the step of displaying, further comprising the step of determining whether the listener has elected to hear voice communications from the voice speaker.

5. (Original) The method of Claim 4, wherein the step of determining comprises at least one of the steps of:

(a)    determining whether the listener has muted voice communications from the voice speaker; and

(b)    determining whether the voice speaker provided evidence that the voice speaker is trusted by the listener, so that voice communications from the voice speaker are allowed to be heard by the listener.

6. (Original) The method of Claim 1, wherein prior to the step of displaying, further comprising the step of determining whether the listener is prohibited from hearing voice communications from the voice speaker.

7. (Original) The method of Claim 6, wherein the step of determining comprises at least one of the steps of:

(a)     determining whether the voice speaker has been muted in the computing session; and

(b)     determining whether the voice speaker is restricted from voice communication as a result of one of an event occurring in the computing session and a status of the computing session.

8. (Previously Presented) The method of Claim 1, further comprising modifying the voice data as a function of a status of at least one of the voice speaker and the listener in the computing session.

9. (Original) The method of Claim 1, further comprising the step of mixing the voice data from the voice speaker with voice data from another voice speaker to provide the listener with a multi-voice communication.

10. (Currently Amended) A memory medium on which are stored machine instructions for carrying out the following acts:

(a)     obtaining a speaker identifier, the speaker identifier including a user name gamertag, from voice data transmitted by the voice speaker;

(b)     associating the speaker identifier with a visual indicator used for indicating voice speakers;

(c)     selectively and temporarily, when the voice speaker is speaking, displaying the visual indicator and selectively and temporarily, when the voice speaker is speaking, displaying the user name gamertag, and when the visual indicator and the user name gamertag are displayed, displaying the visual indicator and the user name adjacent to one another, on the display to indicate that the voice speaker is speaking;

(d)     receiving user input selecting a players tab view that provides information on players in a current game session and in response to receiving user input selecting a players tab view:

displaying a player's list including a player ID column listing gamertags for players in a current game session, and

displaying a voice communication column capable of selectively displaying for each of the players in the player ID column each of: a muted icon that indicates that a local listener has muted voice communication from a selected player, a persistent bidirectional mute icon that indicates that the local listener or the network gaming service has prohibited the corresponding player from speaking to the listener and hearing any voice communication from the listener, a null icon that indicates that a corresponding player does not have a voice communicator, and a hear-only icon that indicates that a corresponding player can hear voice communication but does not have a microphone for speaking to other players.

(a)     obtaining a speaker identifier, the speaker identifier including a user name that identifies a voice speaker who is transmitting voice data;

(b)     associating the speaker identifier with a visual indicator indicating voice speakers in the computing session; and

(c)     selectively and temporarily, only when the voice speaker is speaking, displaying the visual indicator and selectively and temporarily, only when the voice speaker is

~~speaking, displaying the user name, and when the visual indicator and the user name are displayed, displaying the visual indicator and the user name adjacent to one another, to the listener to indicate the voice speaker who is speaking.~~

11. (Cancelled)

12. (Previously Presented) A system for visually indicating a voice speaker to a listener in a context of a computing gaming session, comprising:

(a) a processor;

(b) a display in communication with the processor; and

(c)  a memory in communication with the processor, said memory storing machine instructions that cause the processor to carry out a plurality of functions, including:

(i)  obtaining a speaker identifier, the speaker identifier including a user name gamertag, from voice data transmitted by the voice speaker;

(ii)  associating the speaker identifier with a visual indicator used for indicating voice speakers;

(iii)  selectively and temporarily, when the voice speaker is speaking, displaying the visual indicator and selectively and temporarily, when the voice speaker is speaking, displaying the user name gamertag, and when the visual indicator and the user name gamertag are displayed, displaying the visual indicator and the user name adjacent to one another, on the display to indicate that the voice speaker is speaking;

(iv)  receiving user input selecting a players tab view that provides information on players in a current game session and in response to receiving user input selecting a players tab view:

displaying a player's list including a player ID column listing gamertags for players in a current game session, and

displaying a voice communication column capable of selectively displaying for each of the players in the player ID column each of: a muted icon that indicates that a local listener has muted voice communication from a selected player, a persistent bidirectional mute icon that indicates that the local listener or the network gaming service has prohibited the corresponding player from speaking to the listener and hearing any voice communication from the listener, a null icon that indicates that a corresponding player does not have a voice communicator, and a hear-only icon that indicates that a corresponding player can hear voice communication but does not have a microphone for speaking to other players.

13. (Cancelled)

14. (Cancelled)

15. (Previously Presented) The system of Claim 12, wherein prior to displaying the visual indicator, the machine instructions further cause the processor to carry out the function of determining whether the listener has elected to hear voice communications from the voice speaker.

16. (Original) The system of Claim 15, wherein the machine instructions further cause the processor to carry out at least one of the functions of:

    (a)    determining whether the listener has muted voice communications from the voice speaker; and

    (b)    determining whether the voice speaker provided evidence that the voice speaker is trusted by the listener, so that voice communications from the voice speaker are allowed to be heard by the listener.

17. (Previously Presented) The system of Claim 12, wherein prior to displaying the visual indicator, the machine instructions further cause the processor to carry out the function of determining whether the listener is prohibited from hearing voice communications from the voice speaker.

18. (Original) The system of Claim 17, wherein the machine instructions further cause the processor to carry out at least one of the functions of:

    (a)    determining whether the voice speaker has been muted in the computing session; and

    (b)    determining whether the voice speaker is restricted from voice communication as a result of one of an event occurring in the computing session and a status of the computing session.

19. (Previously Presented) The system of Claim 12, wherein the machine instructions further cause the processor to modify the voice data as a function of a status of at least one of the

voice speaker and the listener in the computing session.

20. (Original) The system of Claim 12, wherein the machine instructions further cause the processor to carry out the function of mixing the voice data from the voice speaker with voice data from another voice speaker to provide the listener with a multi-voice communication.

21. (Previously Presented) The method of Claim 1, further comprising modifying the voice data as a function of a predefined characteristic selected by the voice speaker.

22. (Previously Presented) The method of Claim 21, wherein modifying the voice data as a function of a predefined characteristic selected by the voice speaker comprises adjusting the voice data to sound like an elf.

23. (Previously Presented) The method of Claim 21, wherein modifying the voice data as a function of a predefined characteristic selected by the voice speaker comprises adjusting the voice data to sound like a preselected gender.

24. (Previously Presented) The method of Claim 1, further comprising changing the appearance of a visual element that is controlled by the voice speaker in the computing session by moving a mouth on a character controlled by the voice speaker.

25. (Previously Presented) The system of Claim 12, wherein the machine instructions further cause the processor to the voice data as a function of a predefined characteristic selected by the voice speaker.

26. (Previously Presented) The method of Claim 1, further comprising displaying to the listener a muted speaker identifier when an undesired voice speaker is speaking and when the undesired voice speaker's voice communication has been muted with respect to the listener.

27. (Previously Presented) The method of Claim 1, further comprising displaying to the listener an indicator that a player is prohibited from speaking to the listener or hearing any voice communication from the listener.

28. (Previously Presented) The method of Claim 1, further comprising displaying an indicator indicating that a participant does not have a voice communicator.

29. (Previously Presented) The method of Claim 1, further comprising displaying an indicator indicating that a participant can hear voice communications, but does not have a microphone.